<main class="container">

<div id="cont1">

<section>

<h1>Introduction</h1>

<p> Realm of the Mad God is considered a "bullet hell" MMO coopratave dungeon crawler. If you like dodging attacks, taking down unique bosses, and a little bit of grinding this is your kind of game. It can be very challanging to start with, but as you progress it quickly gets easier and allows you to take on harder and harder aspects of the game. To take down the hardest bosses you will need help from others to not only defet them but also get the best loot. RotMG has many nice things to offer:

<ul>

<li> Free to Play</li>

<li> Dont need to use micro transactions to excel</li>

<li> Variety of different ways to play the </li>

<li> Friends lists and guilds to keep you company as you play</li>

</p>

</section>

<section>

<h2>Getting Started</h2>

<p> The first thing you should do is go through the tutorial </p>

</section>

<section>

<h2>What to know</h2>

<p>First and formost,</p>

</section>

<section>

<h2>Early Game Progression</h2>

</p>Things about early game should go here</p>

</section>

<section>

<h2>Pets</h2>

<p> things about pets should go in this space</P>

</section>

</div>

<div id="nav-bar">

<div id="nav1">Realm of the Mad God</div>

<div class="nav-font" id="nav2">Introduction</div>

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<div class="nav-font" id="nav5">Early Game progression</div>

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</main>